NIGHTSHADE

THE LOST VALLEY

Somewhere hetween the purple mountains, and the seas of the Seven Islands lies a hidden valley, a land that time has not touched.

All remalned peaceful and tranquil, until darkness descended upon the land, light and freedom were banished from its homely hills, and the evil set seed.

Death and hunger spread, and all who remained within the walls of the village hecame stricken or hag ridden with haunted evil. All who had deserted the village sought refuge elsewhere. The village was now in complete control hy darkness.

THE PLAGUES

The remaining people, weak and afflicted were unahle to leave and soon hecame enveloped hy the victorious evil force, transmuted hy some terrihle disease into the most hideously foul creatures. They wander theIr once peaceful village, producing deadly plagues, and fall fouls, to enslave anyone who dares trespass Into the village, to try to defeat the evil overlord.

THE STORY TELLER

Many years had passed since the village hecame over· run, and soon the knowledge of the village slipped Into legend.

Songs were sung and tales were told of hrave adventurers who ventured into the valley to find and destroy the evil force and never to return, of the riches that could he gained from the successful adventure, and the evil which lay in walt for anyone who dared to set foot in the evil enchanted NIGHTSHADE village.

The old story teller's eyes widen into fiery gems as he recalls and re-lives the tale of battle with the force of evil at work in the NIGHTSHADE village.

"Tales of ghosts and mad monks enslaved by evil forces to do their bidding, and of the plagues and foul demons let loose on tbe village. Even deatb itself was imprisoned within the village of NIGHTSHADE as an un-invited guest of tbe evil one."

The old man continues:

"Skeletons with rotting flesh dripping with the blood of the long dead, waiting, prowling the now empty village for live prey."

"Hideous demons" he croaks, "and terrible ailments and spells waiting to absorb any who dares anger the evil force."

"Lift the darkness and the Kingdom of NIGHTSHADE shall be yours forever!"

The old man slumps back exhausted into the tall carved wooden chair. You extract as much information as you possibly can from him, but he can tell you little more than where to find the village.

You set off down the valley and enter tbe forbidden NIGHTSHADE village.

This story is continued by playing tbis most Advanced Home Computer Action Adventure Simulation.

FARE THEE WELL

NIGHTSHADE FEATURES

NIGHTSHADE features the latest development of the 'Filmation' process called 'Filmation II', this is a unique software development which generates and maintains a realistic moving 3 Dimensional Scenario Background, giving NIGHTSHADE the unequalled realistic feel of a true player participant 'Film Adventure'

Filmation II©
3D Movement
Continuous Pause
Demons
Ghosts
Plagues
Antibodies
Weapon Stack
Spikers
Gremlins
Blobs
Skeletons
Mad Monks
Mr Grimreaper
Acid Pools
Bubbles
Germs
Spirals
Spinners
Globes
Gooks
Roads
Doors
Cottages
Log Cabins
Churches
Walls
Bible
Hammer
Cross
Egg Timer
Fire Button
Run/Walk
Game Selection
Tunes
3 Dimensional View
Village
Extra Lives
Superb Graphics
Amazing Animation
Multi Lives
Rotational/Directional Joystick Select
Superb Sound Effects
Monsters
Bacteria
Gargoyles
Goblins
Streets
Windows
Rooms
Houses
Look Out Towers
Barns

CONTROLLING
YOUR ADVENTURER
KEYBOARD CONTROLS

LEFT Your Adveoturer wilt turn left using the CRSR key.

RIGHT Your Adventurer wilt turn right using the CRSR key.

MOVE FORWARD Your Adveoturer will move forward using the A key.

FtRE Your Adventurer will fire his antibodies using the Q key.

PAUSE The whole game can he paused by using the F1 key. Use F1 again to unfreeze the game.

JOYSTICK CONTROL

Your Adventurer can be cootrolled by using a joystick plugged into joystick Port 2.

GUARANTEE

tf this program is faulty and fails to load please return it to the address below and it wiltbe replaced free of charge and postage refuoded. This offer does not affect your statutory coosumer rights.

NIGHTSHADE
LGADING INSTRUCTIONS

1. Ensure that your tape recorder is connected accordiog to your Commodore 64 manual.
2. Place the tape in your tape recorder and rewind to the beginniog.
3. Press SHIFT aod RUN/STOP oo your Commodore 64 simultaneously.
4. Press PLAY/LOAD on your tape recorder.

NOTE: Full loading instructioos can be fouod in your Commodore 64 manual.

COPYRIGHT NOTICE

NIGHTSHADE Copyright, ULTIMATE PLAY THE GAME, Copyright and Trade Name 1984 Ashby Computers & Graphics Ltd. All rights reserved Worldwide. Nightshade may not he copied, transmitted transferred, reproduced, hired lent, distributed, stored or modified in any form, in full or in part, without permission.

plc FIREBIRD is a Trade Mark of British Telecommunications plc